

FIG. 1

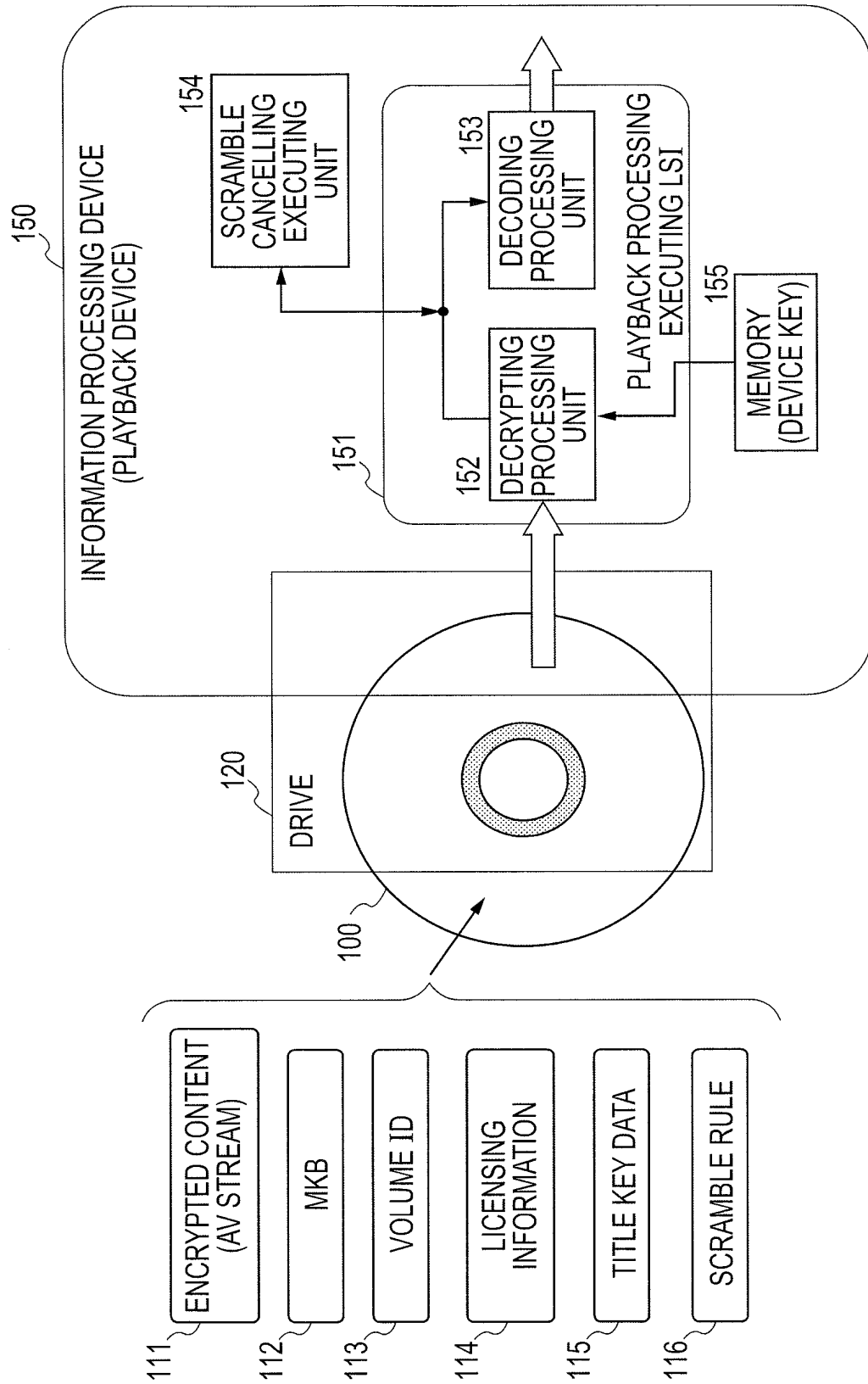


FIG. 2

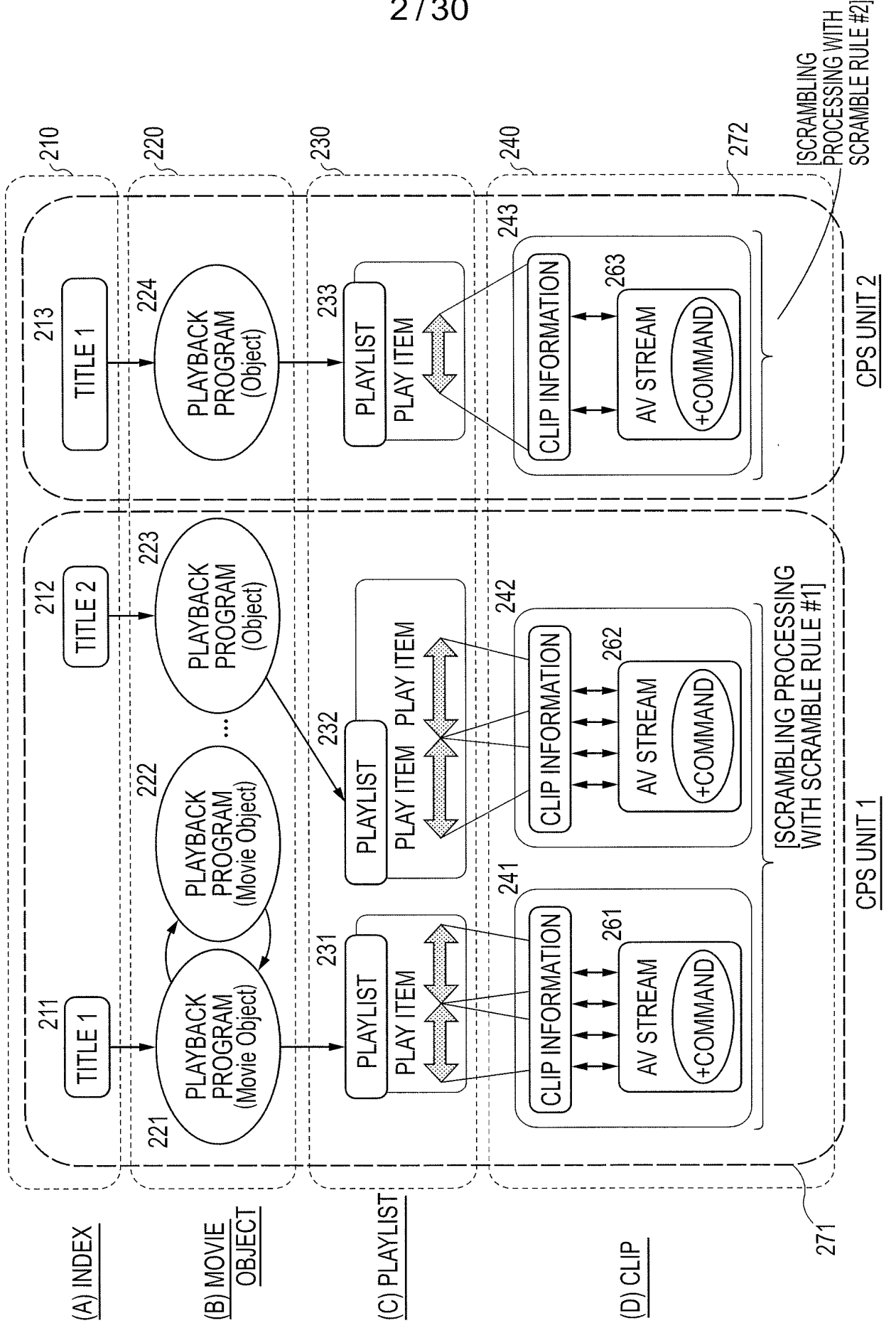


FIG. 3

INDEX DISTINGUISHABLE BY APPLICATION LAYERS SUCH AS TITLE	CONTENT MANAGEMENT UNIT (CPS)	SCRAMBLE RULE
TITLE 1	CPS1	Scr#1
TITLE 2	CPS1	Scr#1
APPLICATION 1	CPS2	Scr#2
APPLICATION 2	CPS3	Scr#3
:	:	:
DATA GROUP 1	CPS4	Scr#4
DATA GROUP 2	CPS5	Scr#5
:	:	:

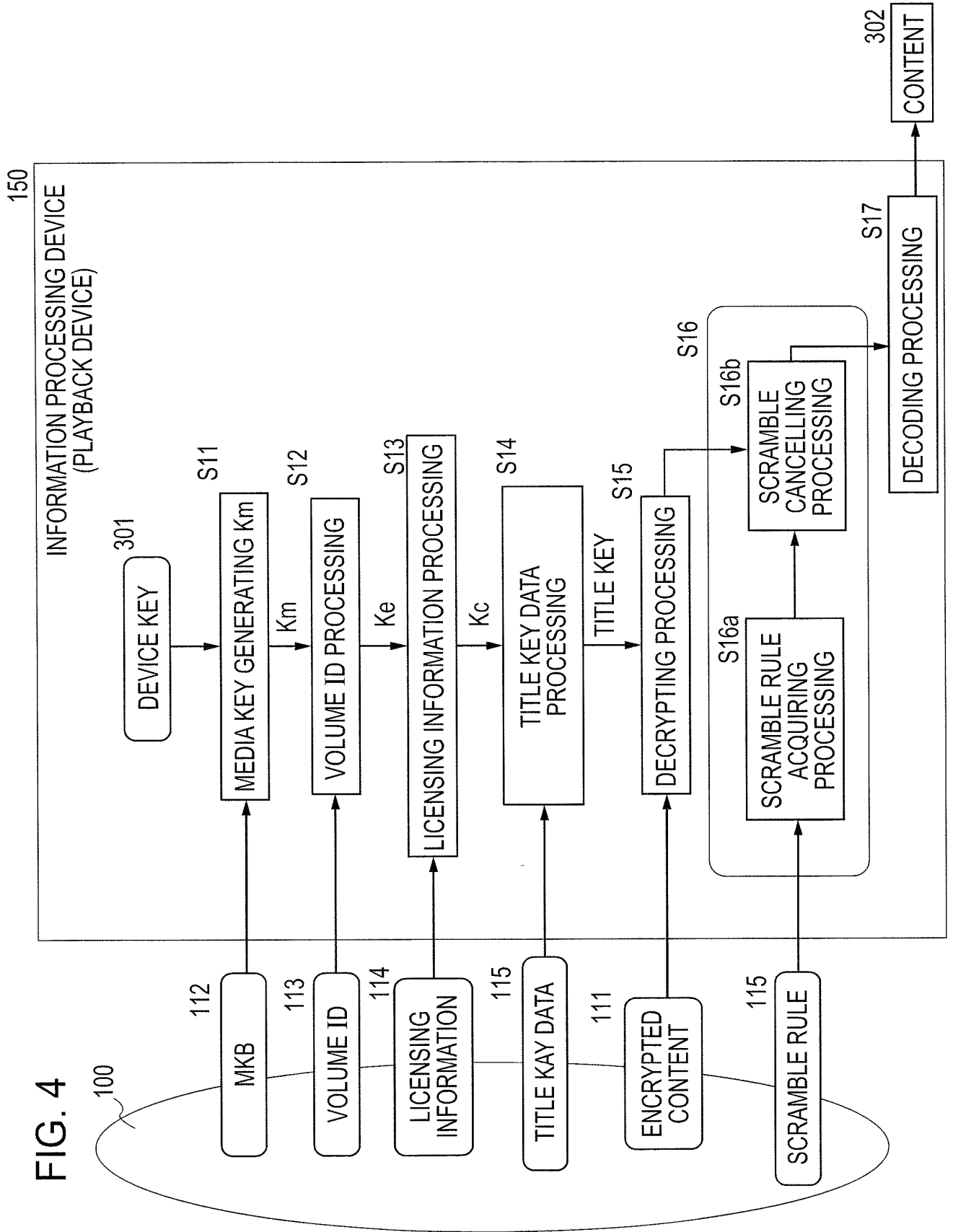
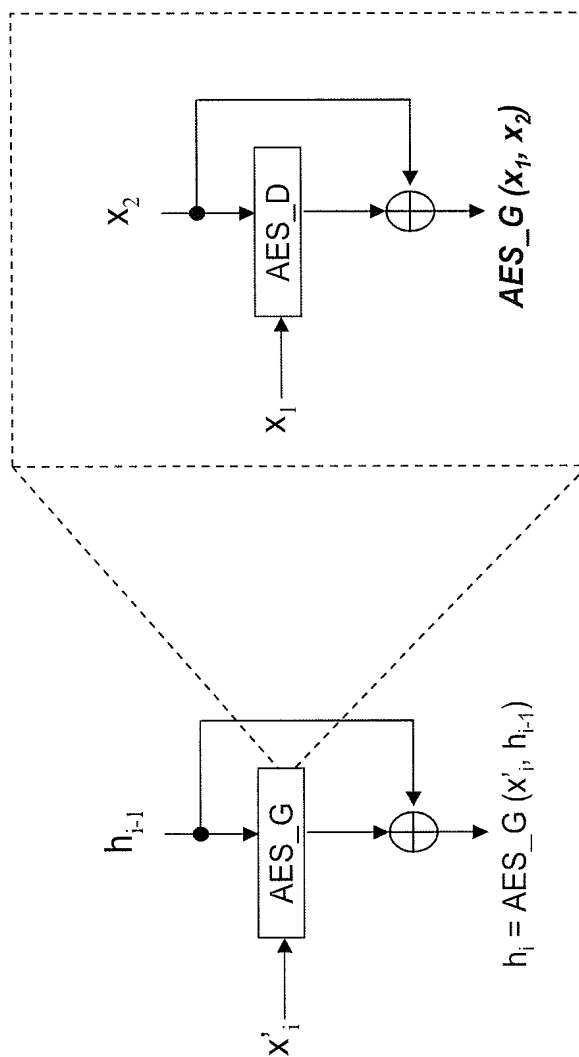


FIG. 5



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FIG. 6

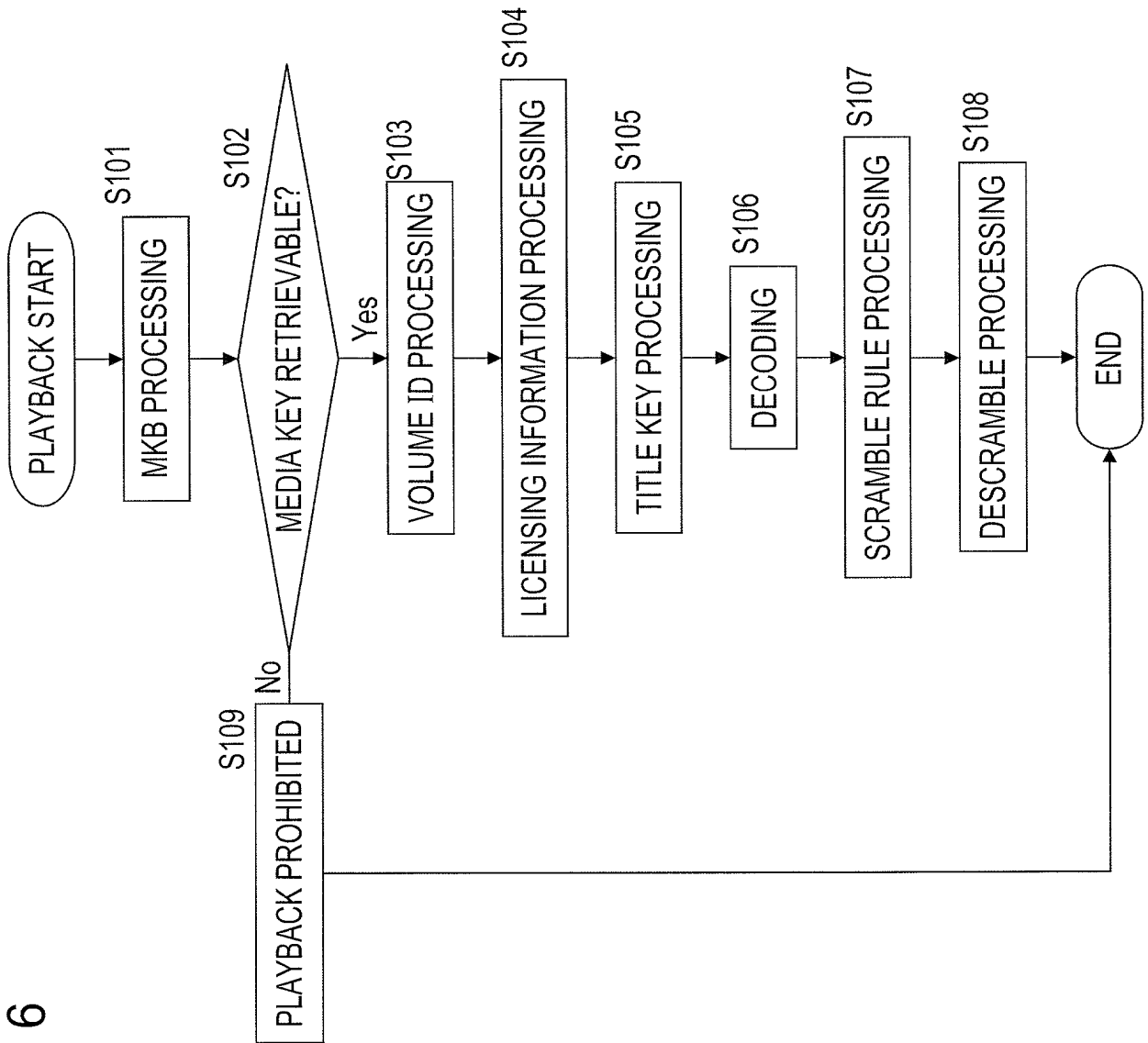


FIG. 7

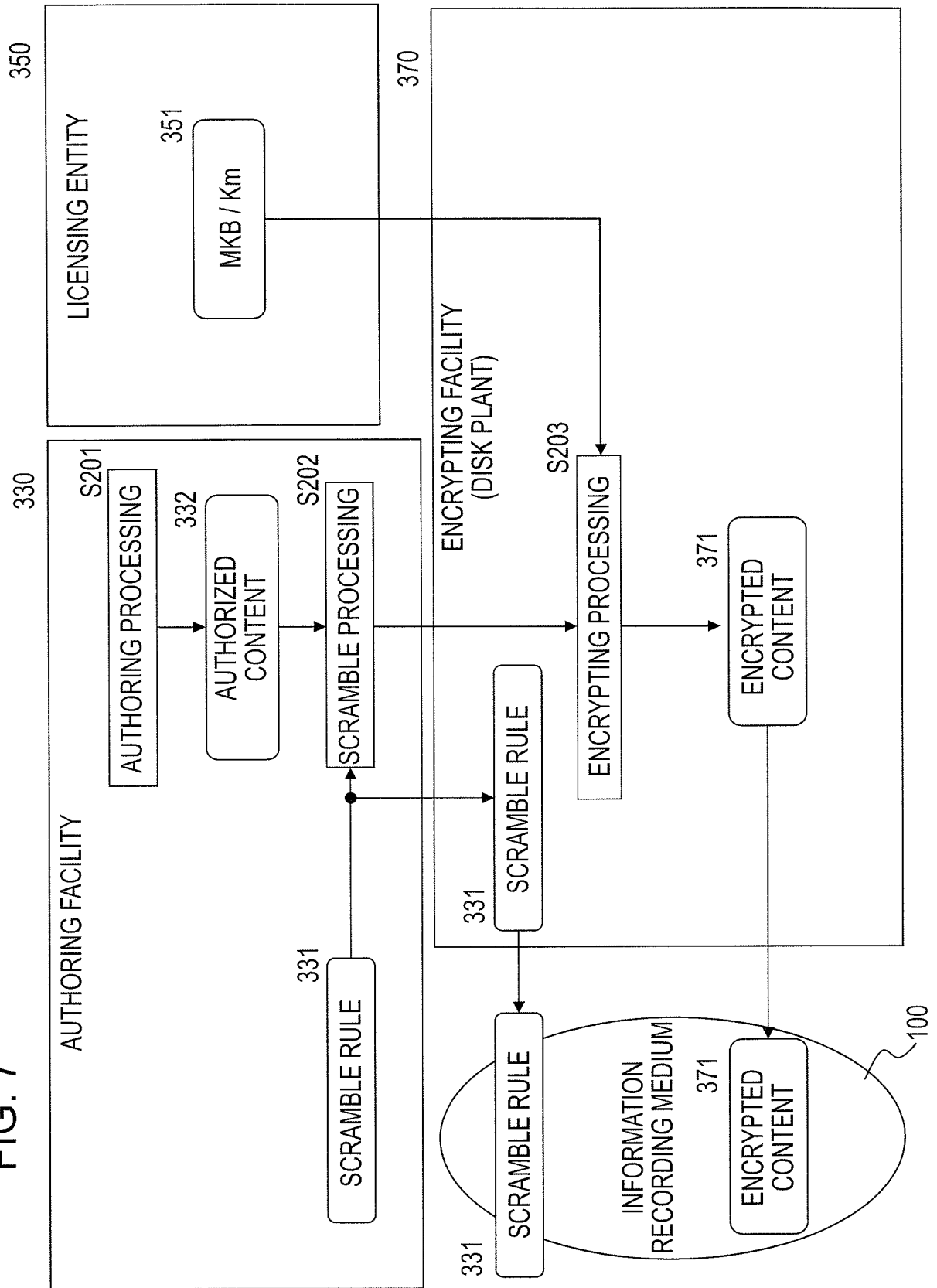


FIG. 8

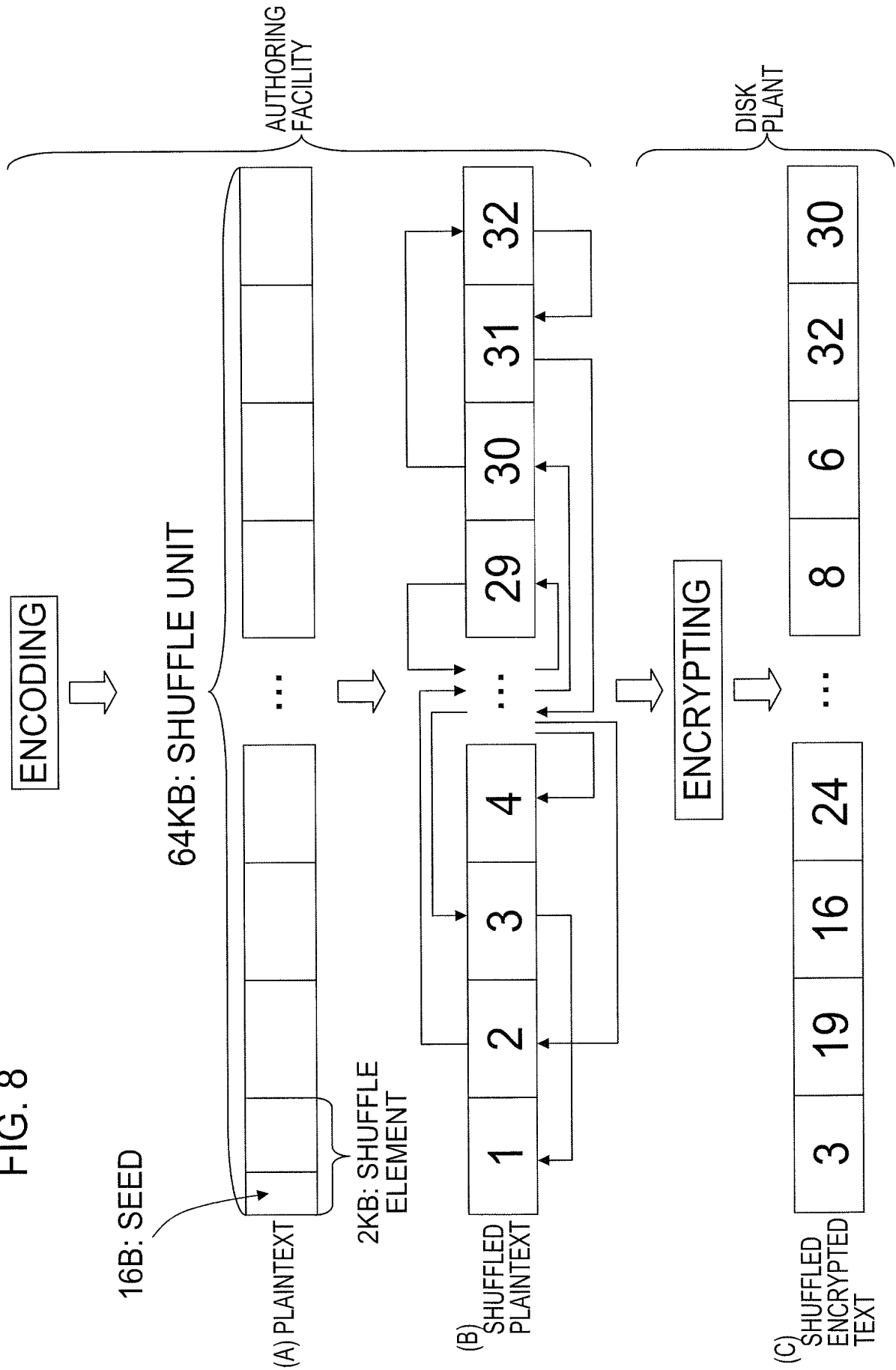


FIG. 9

(A) SCRAMBLE RULE (IN THE EVENT THAT THERE ARE 32 SHUFFLE ELEMENTS WITHIN THE SHUFFLE UNIT)

3	19	16	24	26	18	10	2
28	20	12	4	1	15	25	9
22	11	21	31	7	29	13	23
5	17	27	14	8	6	32	30

(B1) BEFORE SHUFFLING

1	2	3	4	5	6	7	8	9	10	11	12	28	29	30	31	32
---	---	---	---	---	---	---	---	---	----	----	----	-------	----	----	----	----	----

(B2) AFTER SHUFFLING

3	19	16	24	26	18	10	2	28	20	12	4	14	8	6	32	30
---	----	----	----	----	----	----	---	----	----	----	---	-------	----	---	---	----	----

FIG. 10

Aligned Unit (6KB ENCRYPTION)

FIG. 11
CBC (Cipher Block Chaining) MODE (ENCRYPTED)

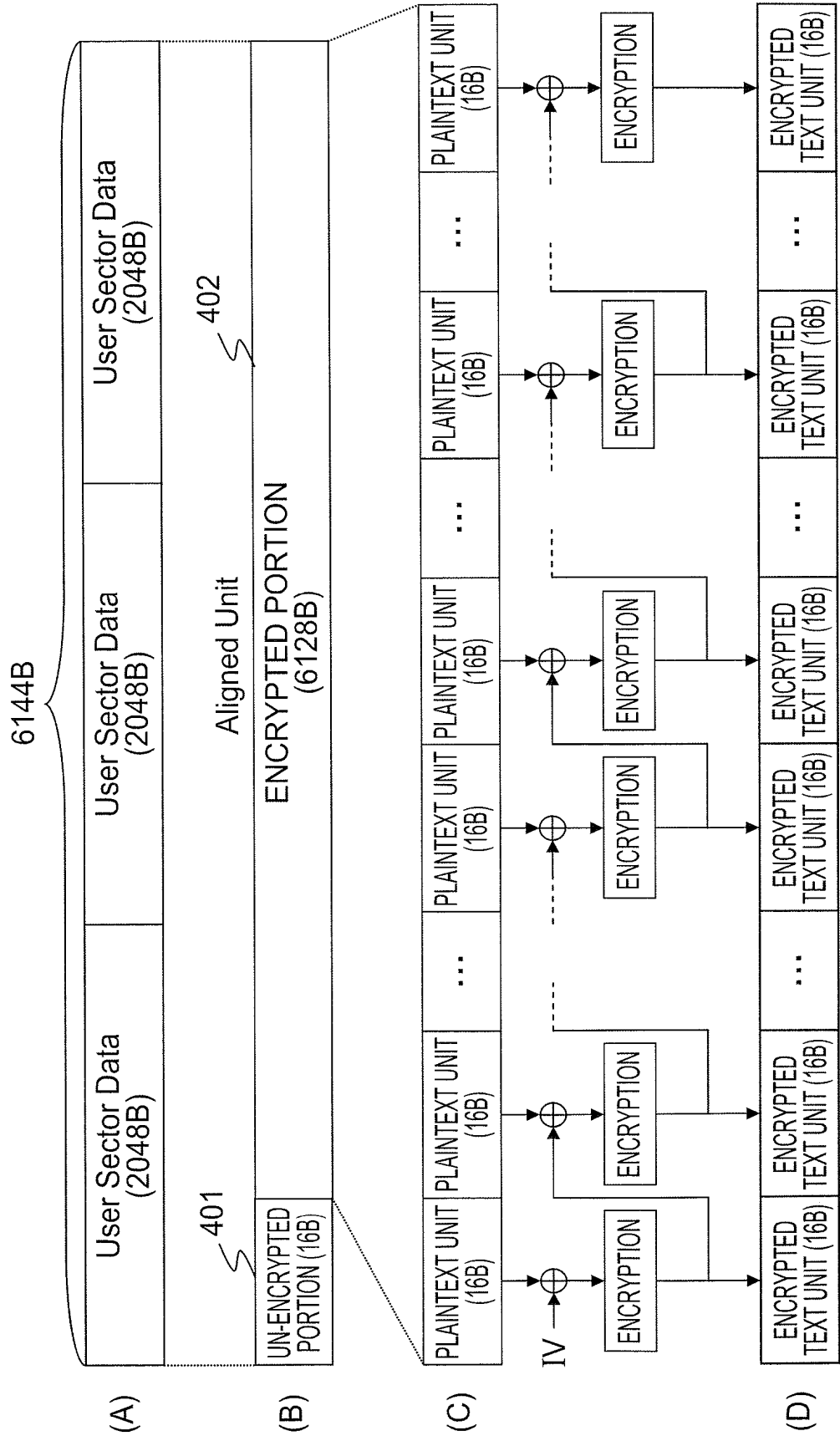


FIG. 12
 User Sector Data (2KB ENCRYPTION)

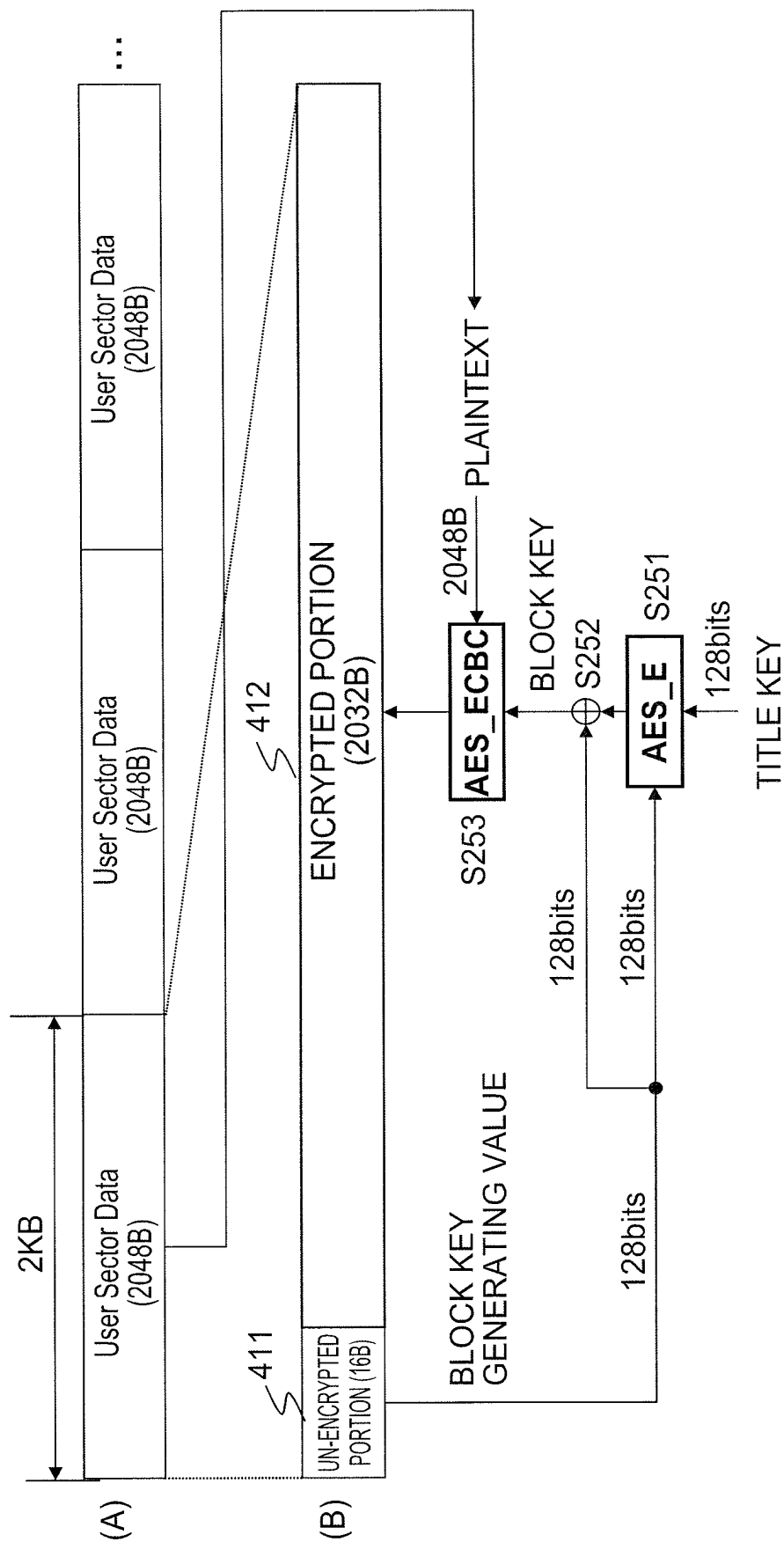


FIG. 13

	#bits	value
Li_MSTBL.DAT(X		
UD_START_Location	32	
UD_END_Location	32	
CHT_Location	32	
CHT_Offset	32	
Content_Cert_Location	32	
Content_Cert_Offset	32	
UK_Inf_Location	32	
UK_Inf_Offset	32	
Num_of_UK	32	
MKB_Location	32	
For (j = 1; j <= N, j++) {		
Encryption_Flag(j)	8	00 ₁₆ : not to-be-encrypted
		01 ₁₆ : to-be-encrypted
	8	01 ₁₆ : 1 st sector of AU
Data_Type(j)		02 ₁₆ : 2 nd sector of AU
		03 ₁₆ : 3 rd sector of AU
		04 ₁₆ : Non-AV data (e.g. Java)
		0000 ₁₆ -FFFF ₁₆
	16	00000-99999
CPS_Unit_No(j)	24	000000 ₂
Clip_AV_File_No(j)	6	0 ₂ : not Last Sector of each Clip
Reserved	1	1 ₂ : Last Sector of each Clip
Last_Sector_of_Clip(j)		0 ₂ : not Last Sector of each Clip in layer i
	1	1 ₂ : Last Sector of each Clip in each layer i
Last_Sector_of_Layer(j)		
}		
}		

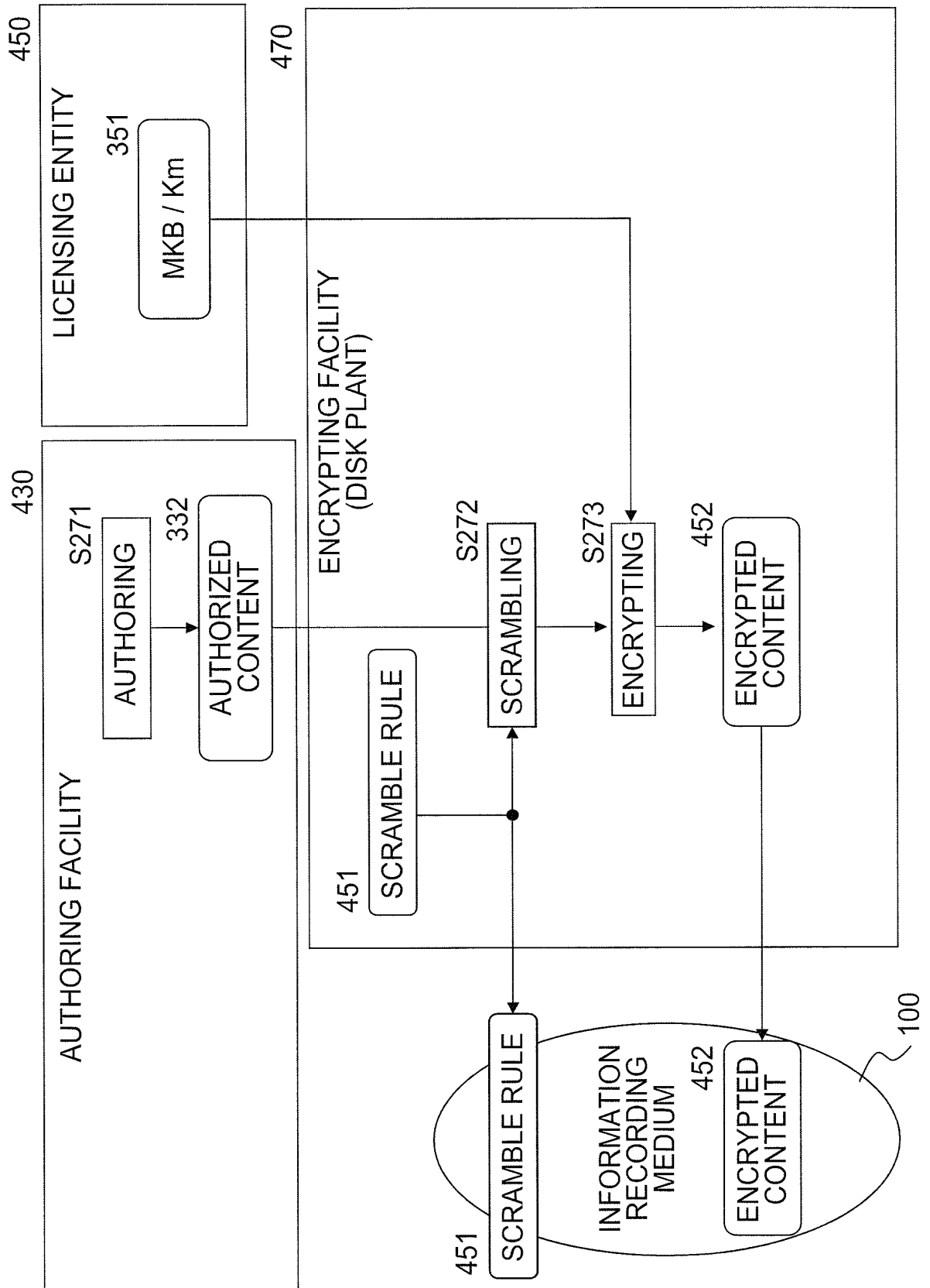
FIG. 14

SYNTAX OF MSTBL.DAT

UD_START_Location: Physical Sector Number OF START LOCATION OF User Data FOR EACH Layer (Data Zone)
UD_END_Location: Physical Sector Number OF END LOCATION OF User Data FOR EACH Layer (Data Zone)
CHT_Location: Physical Sector Number of CHT START LOCATION.
CHT_Offset: NUMBER OF BYTES UNTIL DIRECTLY BEFORE Hash Value (DATA TO BE FILLED IN BY Mastering Facility) AND START LOCATION OF CHT.
Content_Cert_Location: Physical Sector Number of Content Certificate START LOCATION.
Content_Cert_Offset: NUMBER OF BYTES UNTIL DIRECTLY BEFORE Content ID (DATA TO BE FILLED IN BY Mastering Facility) AND START LOCATION OF Content Certificate.
UK_Inf_Location: Physical Sector Number OF TITLE KEY FILE START LOCATION. IF NO Unit_Key.inf STORED IN THAT Layer, SPECIFY 00000000₁₆.
UK_Inf_Offset: NUMBER OF BYTES UNTIL DIRECTLY BEFORE Encrypted Unit Key for CPS Unit #1 and THE START LOCATION OF Unit_Key.inf.
Num_of_UK: NUMBER OF Unit Keys OF ENTIRE Disc (= NUMBER OF CPS Units).
MKB_Location: Physical Sector Number OF MKB START LOCATIONS. IN THE EVENT THAT NO MKB_Cert IS STORED, SPECIFY 00000000₁₆.
N: Logical Sector NUMBER OF Layer i.
Encryption_Flag: Flag FOR WHETHER OR NOT TO ENCRYPT.
Data_Type: Flag SHOWING Type OF Sector.
CPS_Unit_No: CPS Unit Number.
Clip_AV_File_No: CLIP FILE NUMBER. INFORMATION TO BE USED FOR THE PURPOSE OF CHT CREATION.
Last_Sector_of_Clip: FLAG SHOWING LAST Sector OF EACH CLIP (REGARDLESS OF Layer).
Last_Sector_of_Layer: FLAG SHOWING LAST Sector OF EACH CLIP IN EACH Layer.

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FIG. 15



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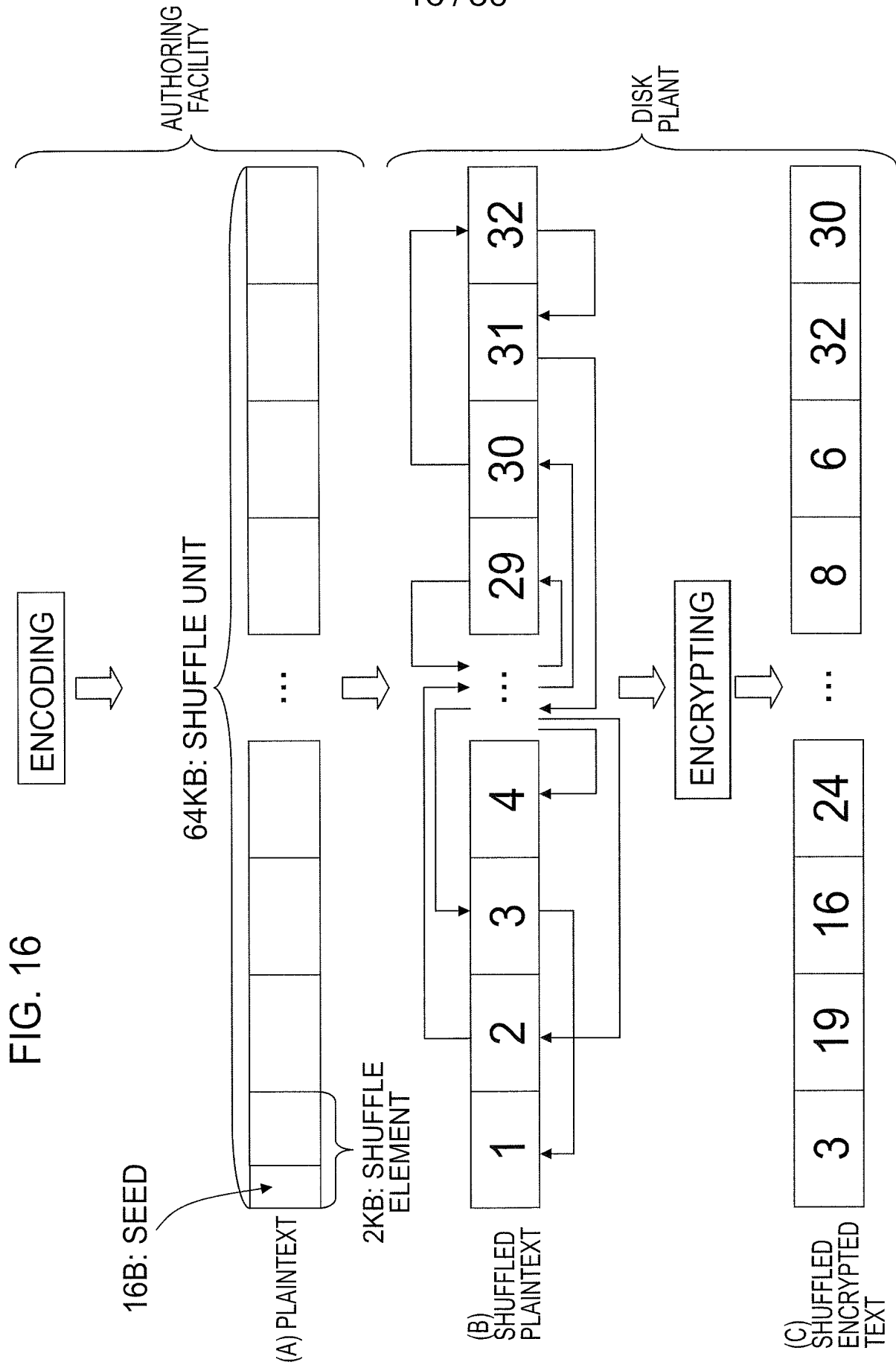


FIG. 17

MPEG-2 transport stream

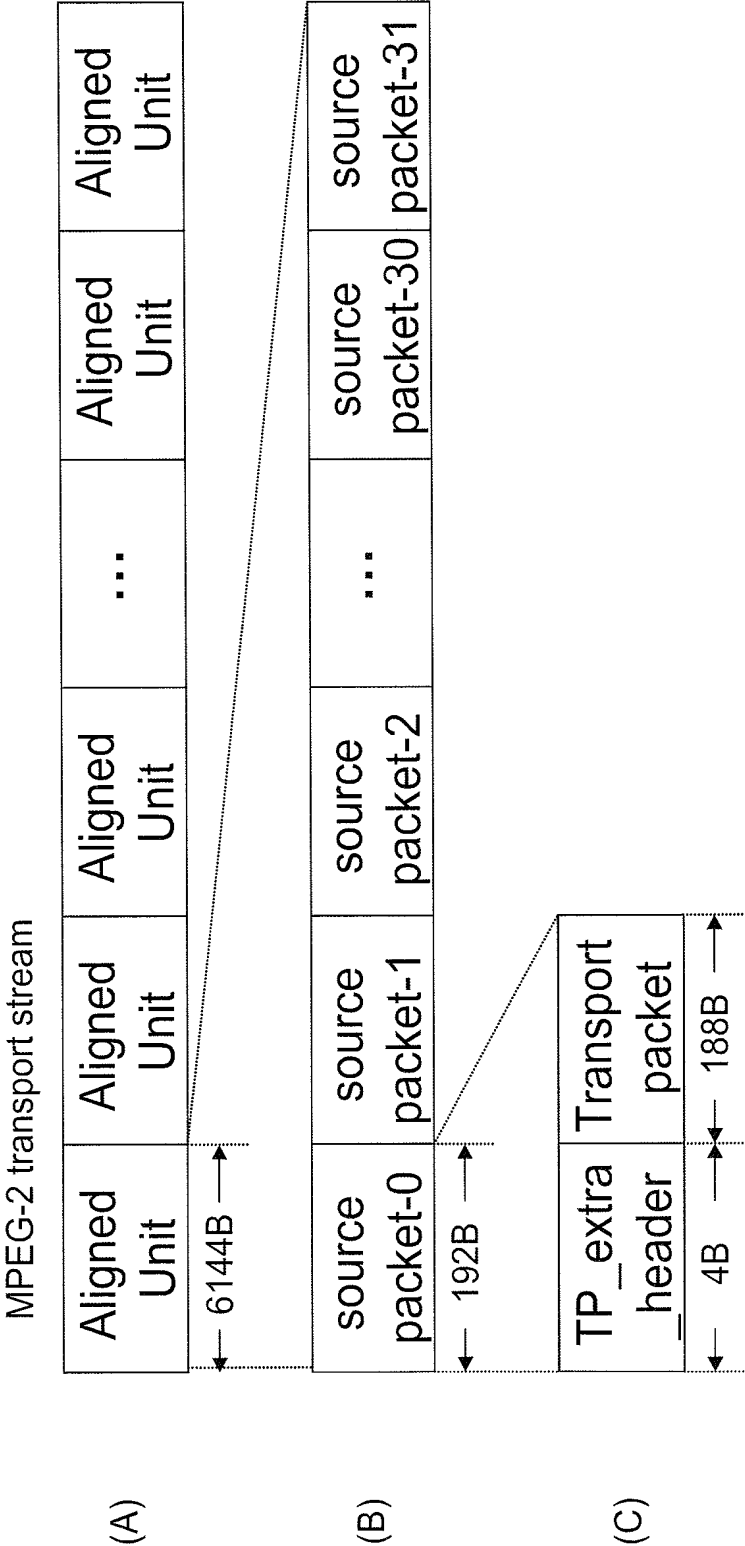


FIG. 18

(A) SYNTAX OF source_packet

source_packet(){	
TP_extra_header()	
transport_packet()	
}	
	#bits
	4
	188

(B) SYNTAX OF TP_extra_header

TP_extra_header(){	
is_not_free	
is_encrypted	
arrival_time_stamp	
}	
	#bits
	1
	1
	30

FIG. 19 SYNTAX OF transport_packet

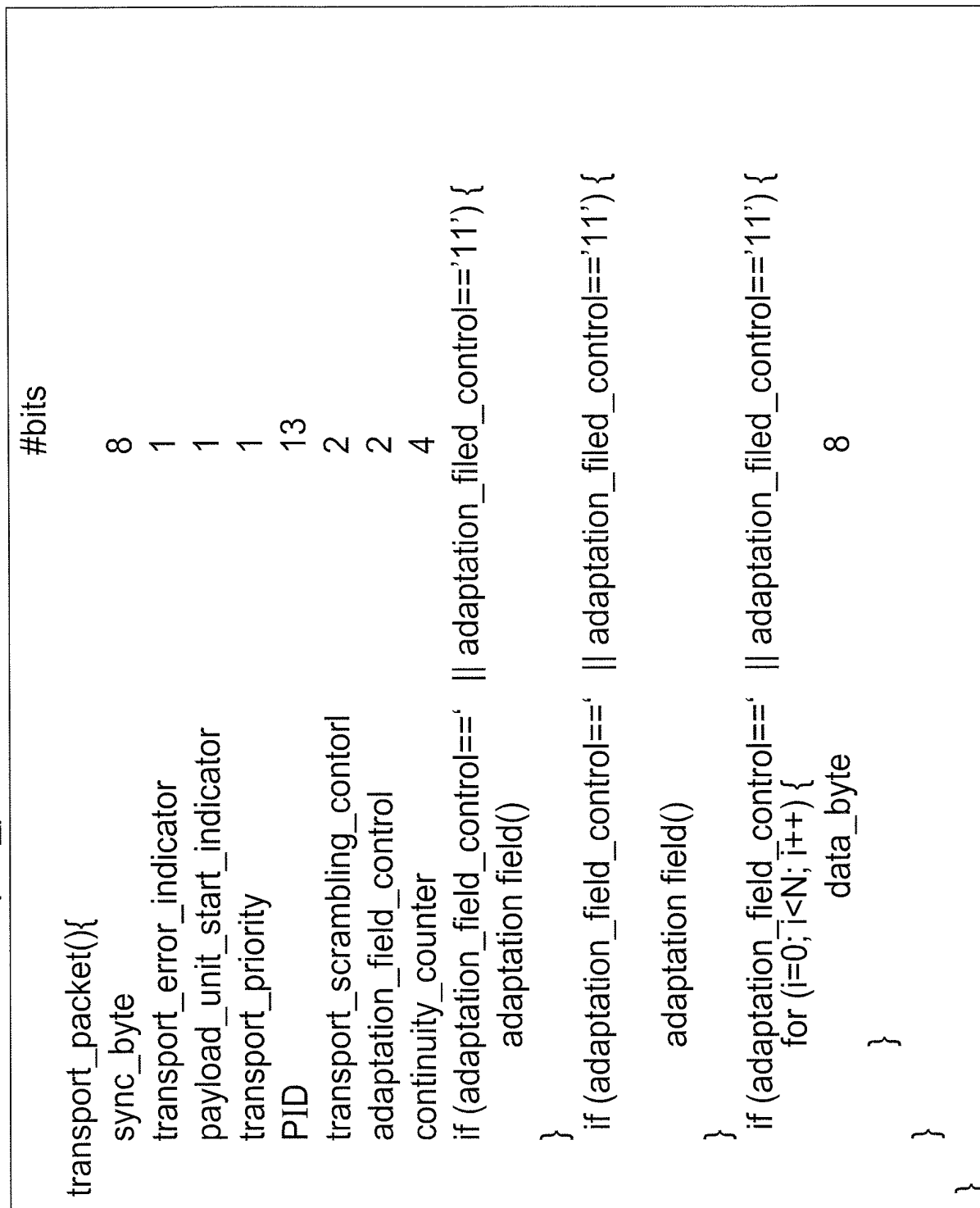


FIG. 20

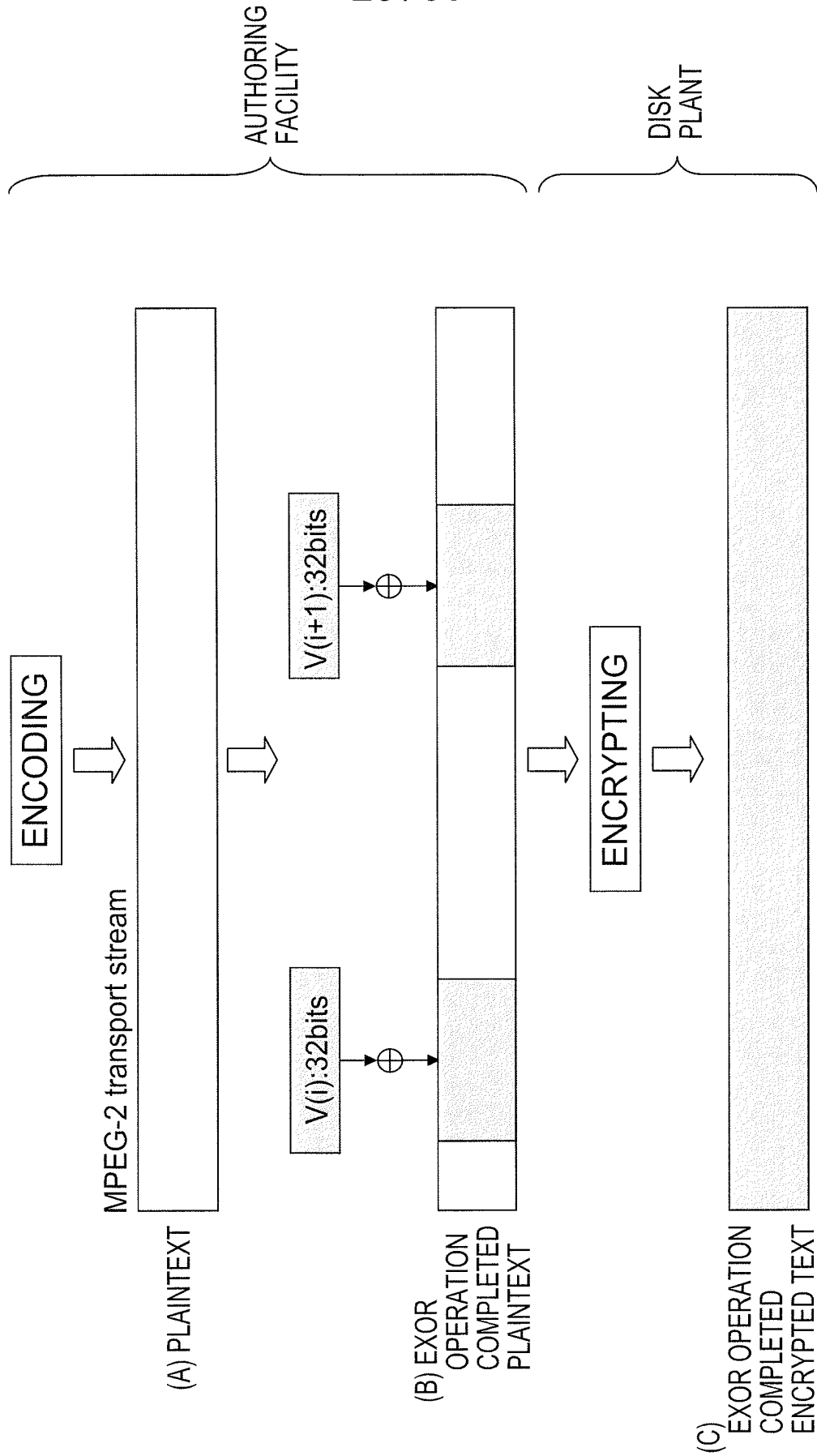
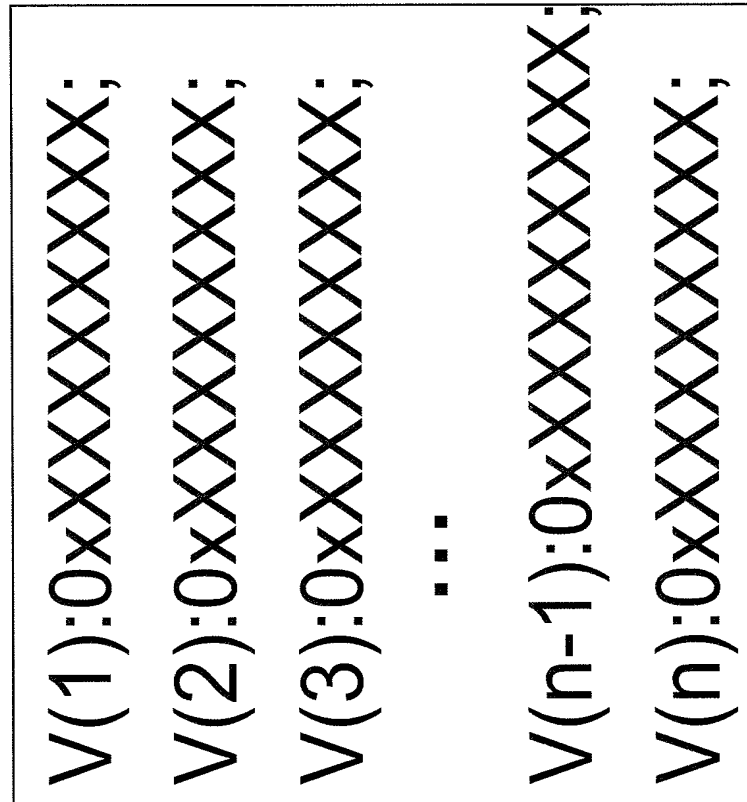


FIG. 21



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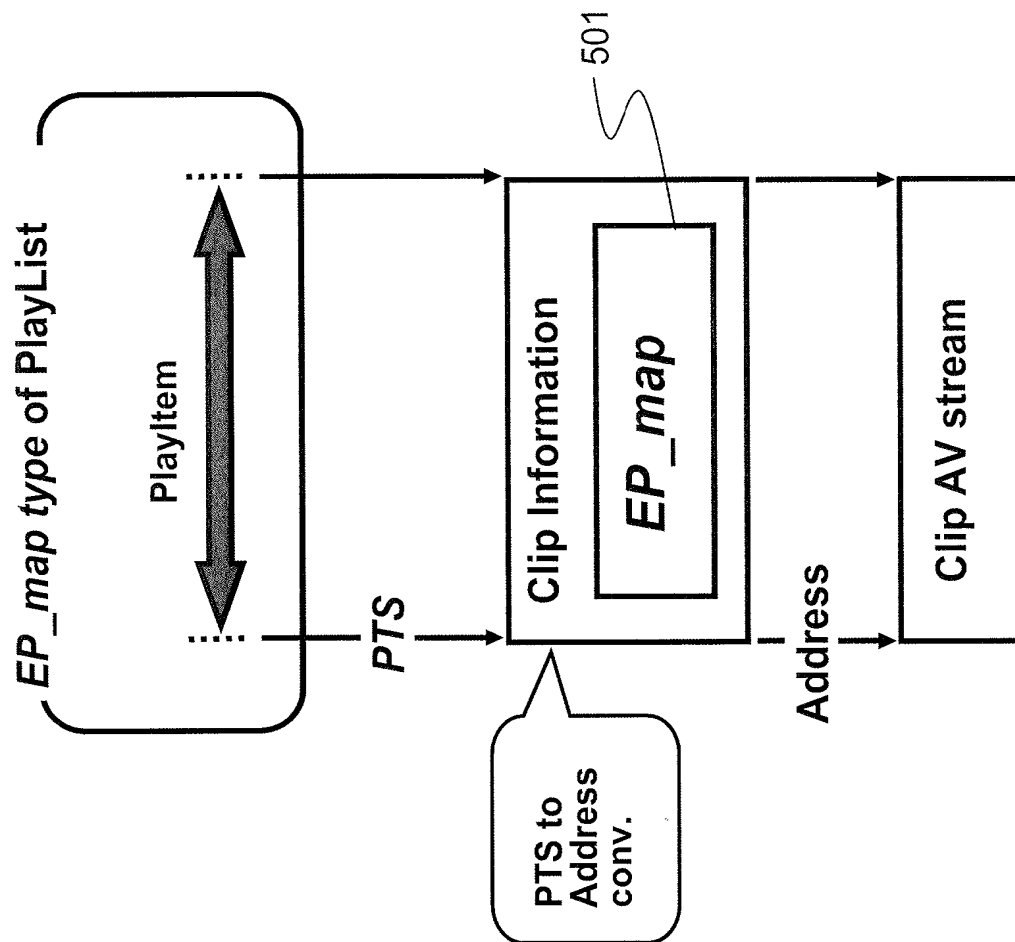


FIG. 22

FIG. 23

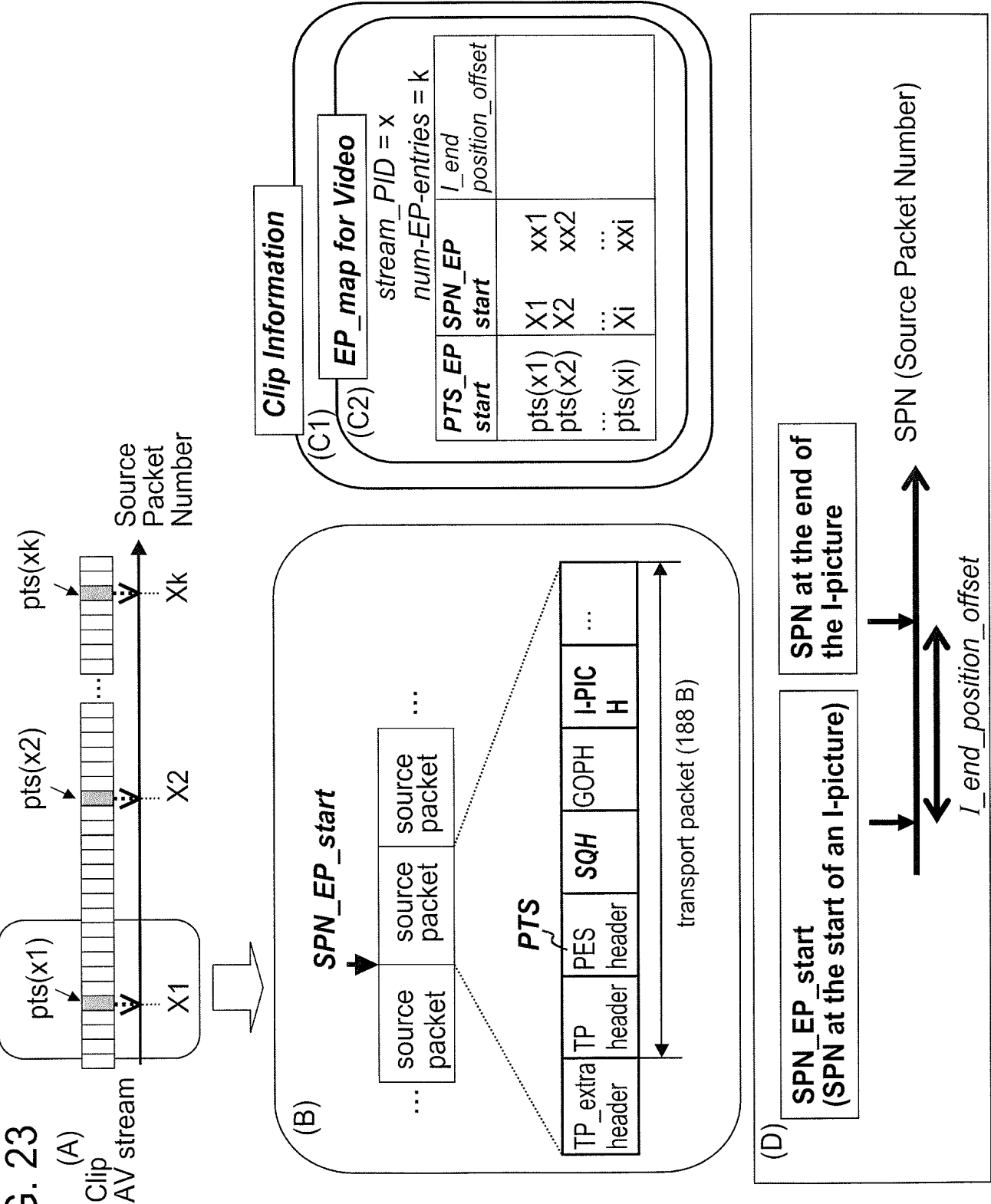
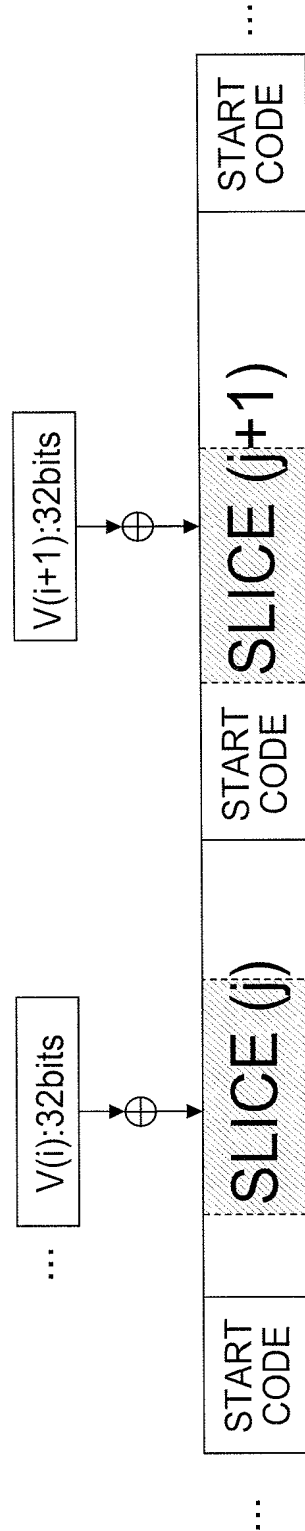
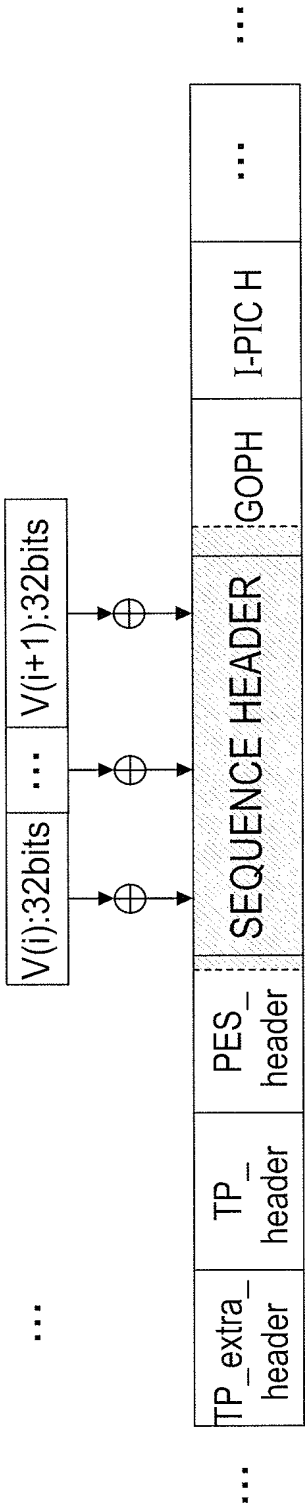


FIG. 24



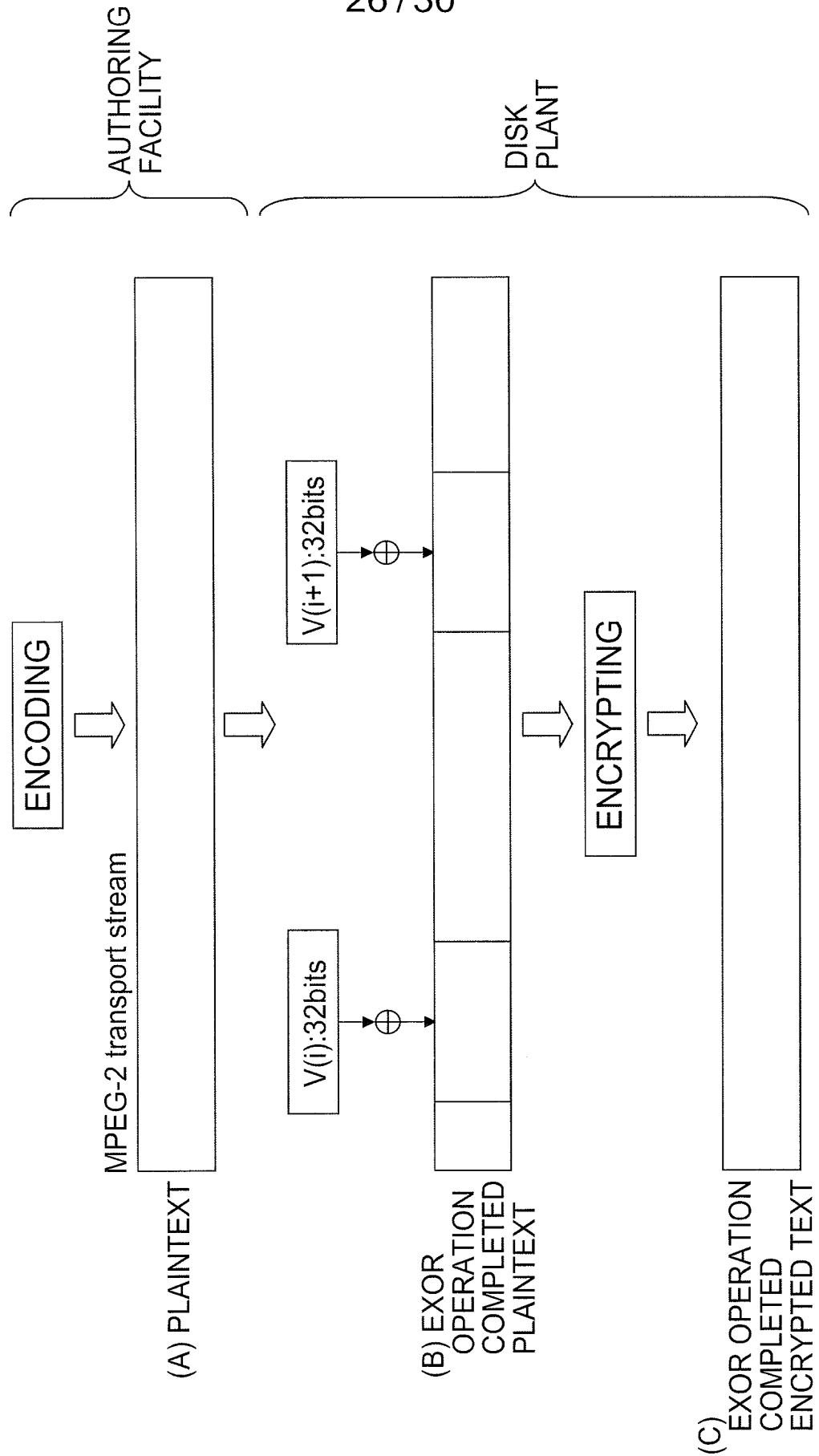
- EACH SLICE IS CODED BY VLC, AND SO BY CHANGING THE VALUE OF A PORTION OF THE CODE THEREOF, THE ENTIRE SLICE CANNOT BE DECODED.
- FURTHER, BY CHANGING THE VALUE OF AN I-PICTURE SLICE, THE ENTIRE CORRESPONDING GOP IS INFLUENCED.
- START CODE: SYNCHRONOUS CODE SHOWING THE HEAD OF THE NEXT SLICE.

FIG. 25



• EACH SEQUENCE HEADER IS A HEADER FOR THE CORRESPONDING GOP, AND BY CHANGING THE VALUE OF ALL PORTIONS OR OF ONE PORTION, THE ENTIRE GOP CANNOT BE DECODED.

FIG. 26



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FIG. 27

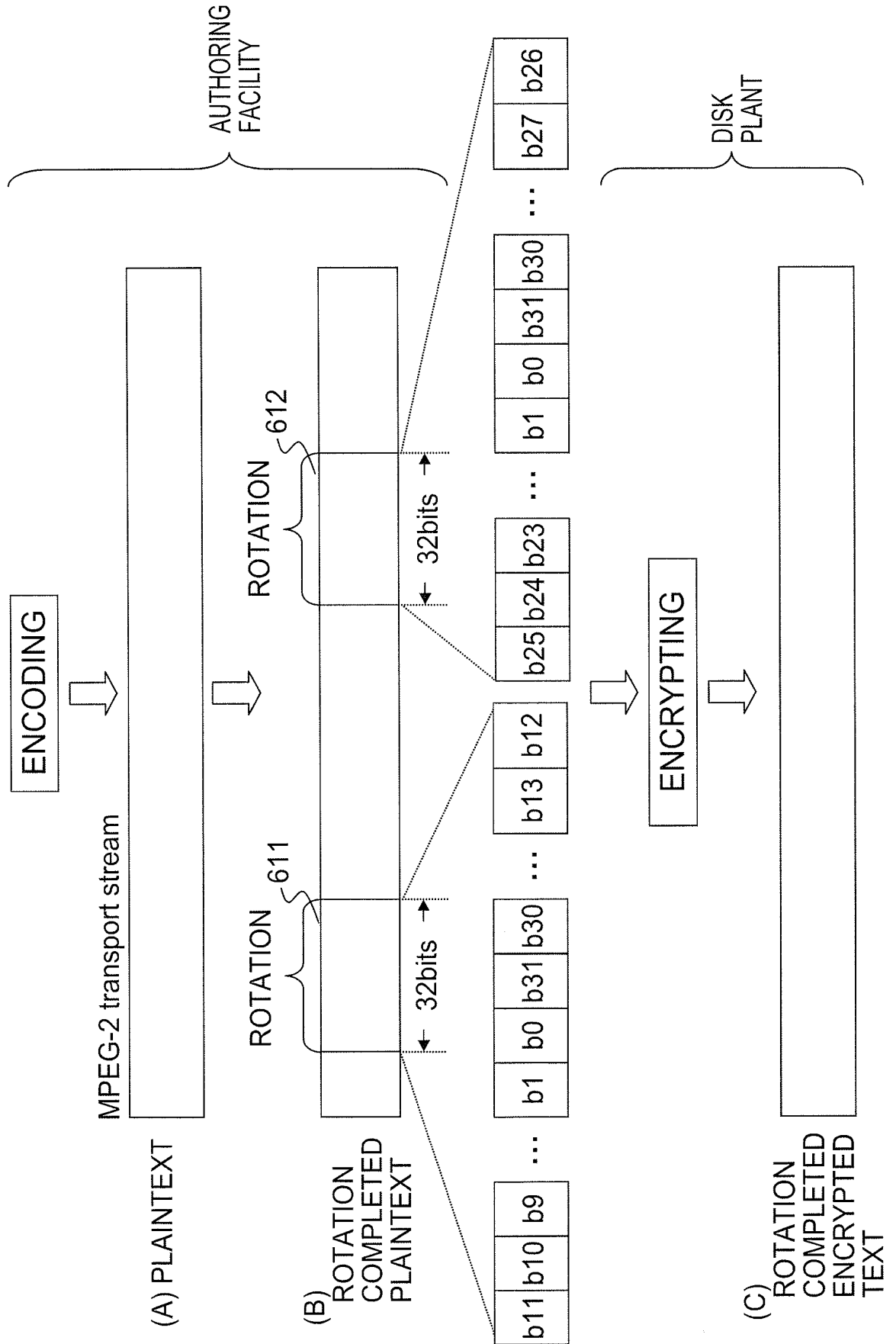


FIG. 28

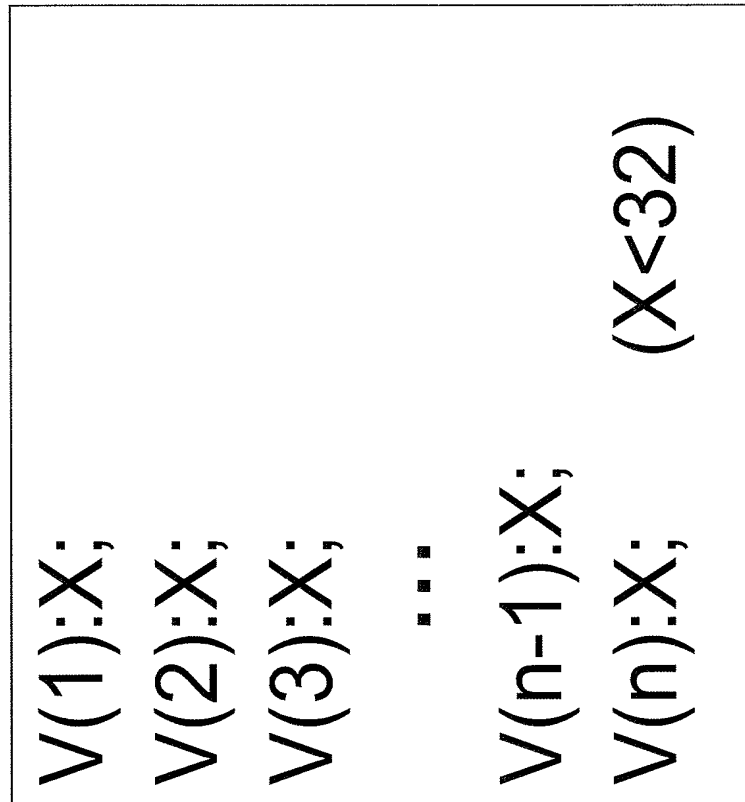


FIG. 29

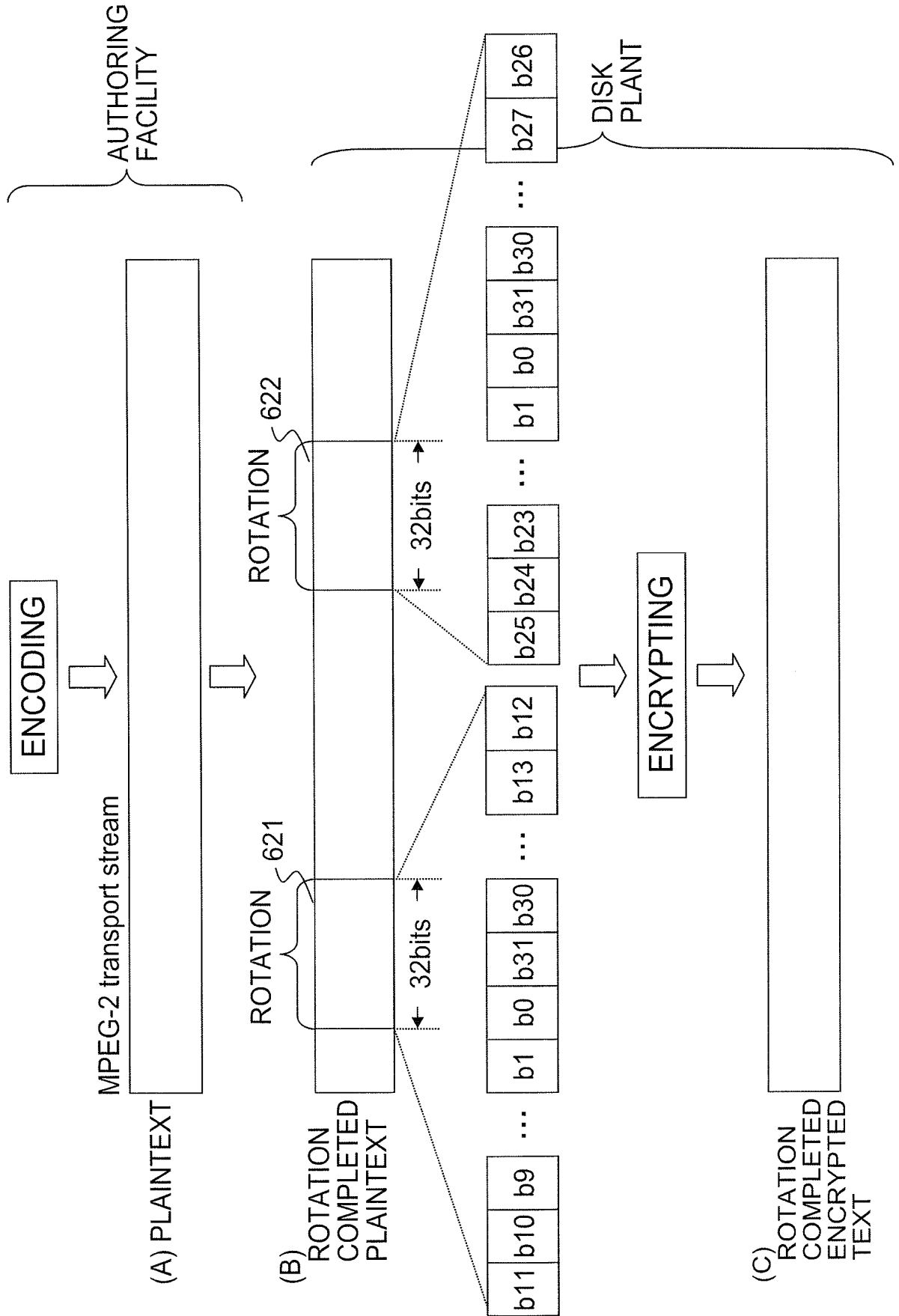


FIG. 30

